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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Coarse grain reconfigurable architecture \(embedded tutorial\)](#)

Reiner Hartenstein

January 2001 **Proceedings of the 2001 conference on Asia South Pacific design automation**Full text available: [pdf\(167.05 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The paper gives a brief survey over a decade of R&D on coarse grain reconfigurable hardware and related compilation techniques and points out its significance to the emerging discipline of reconfigurable computing.

2 [Reprogrammable network packet processing on the field programmable port extender \(FPX\)](#)

John W. Lockwood, Naji Naufel, Jon S. Turner, David E. Taylor

February 2001 **Proceedings of the 2001 ACM/SIGDA ninth international symposium on Field programmable gate arrays**Full text available: [pdf\(257.98 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A prototype platform has been developed that allows processing of packets at the edge of a multi-gigabit-per-second network switch. This system, the Field Programmable Port Extender (FPX), enables packet processing functions to be implemented as modular components in reprogrammable hardware. All logic on the on the FPX is implemented in two Field Programmable Gate Arrays (FPGAs). Packet processing functions in the system are implemented as dynamically-loadable modules. Core functi ...

Keywords: ATM, FPGA, IP, Internet, hardware, modularity, network, packet, processing, reconfiguration, routing

3 [Modeling mobile IP in mobile UNITY](#)

Peter J. McCann, Gruia-Catalin Roman

April 1999 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 8 Issue 2Full text available: [pdf\(344.70 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

With recent advances in wireless communication technology, mobile computing is an increasingly important area of research. A mobile system is one where independently executing components may migrate through some space during the course of the computation, and where the pattern of connectivity among the components changes as they move in and out of proximity. Mobile UNITY is a notation and proof logic for specifying and reasoning about mobile systems. In this article it is argued that Mobile ...